ROCKETEER

GAMER

GAMING
RETRO
TECH
NEWS

15th October 2023

GAMER

Introduction

Welcome to this new online magazine which Will cover Gaming, Gaming Reviews,Retro Section, Tech News , Streamer info insights And all things Social media.

This Issue will cover the following

Tech and Gaming News.

Game Review of

Tom Clancy`s Splinter Cell Series

Retro Film Reviews The Rocketeer

The Crow City Of Angles

Reapers Retro - Sega(Genesis)Mega Drive

Heart of Darkness 1998 PS1/PC.

Video game Quiz - Just For Fun.

Word Search -Just For Fun.

GAMER Tech News

Why the Floppy Disk Just Won't Die?

A surprising number of industries, still use floppy disks. But the supply is finally running out. Most of the companies still using floppy disks are small businesses or companies running tight margins who either simply never got around to upgrading their equipment, or found it too expensive to do so.

One option is a Floppy-to-USB emulator. These devices cost around $275 each, replace the floppy drive with a simple USB port, and are custom-made by a handful of companies.

The lifespan of some of the industrial machines that rely on floppy disks can be 30 to 40 years, and many are only 20 years old.

Supply constraints normally increase prices, but as this pattern progresses the supply itself will become so constrained that the economics will force more and more people to upgrade or replace their equipment, making the market collapse in on itself.

GAMER Tech News

At least one type of floppy disk, the ancient 8-inch introduced by IBM in 1971, seems on the verge of extinction.

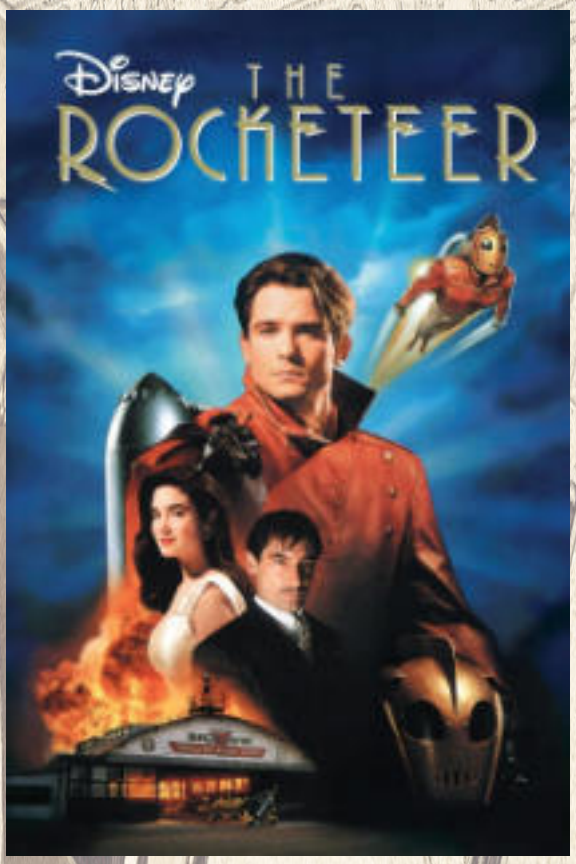
“There’s a worldwide inventory of disks that were manufactured 10 or 20 or 30 years ago.

So for Retro Gamers, you may find the cost of picking up floppy disks may become more expensive in the future.

It might be a good idea if you have boxes of sealed floppy disks to keep hold of them, you never know if they might be highly collectible in the future.

GAMER *Retro Film Review*

The Rocketeer (film)



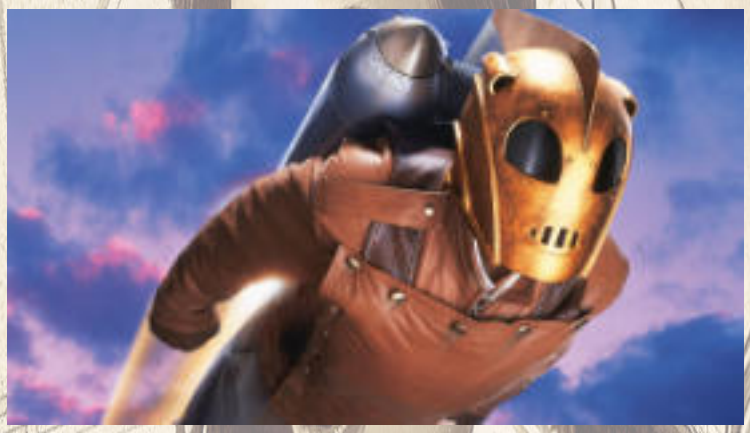
The Rocketeer is a 1991 American period superhero film from Walt Disney Pictures and Touchstone Pictures. stars Billy Campbell, Jennifer Connelly, Alan Arkin, Timothy Dalton, Paul Sorvino, and Tiny Ron Taylor.

It is based on the character of the same name created in comic books.

GAMER *Retro Film Review*

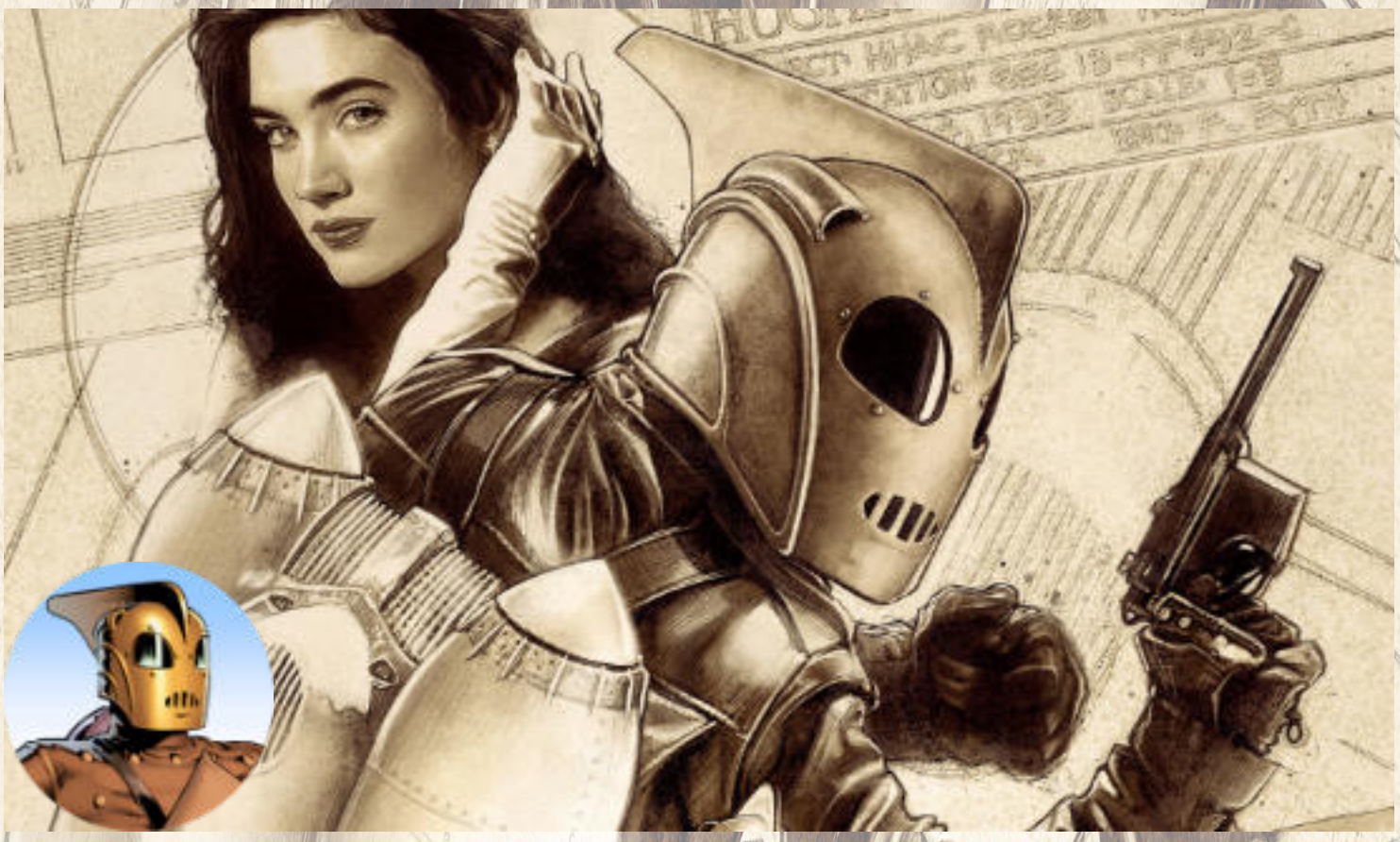
The film is set in 1938 in Los Angeles, California, The Rocketeer tells the story of stunt pilot, Cliff Secord, who discovers a hidden rocket pack that he thereafter uses to fly without the need for an aircraft. His heroic deeds soon attract the attention of Howard Hughes and the FBI, who are hunting for the missing rocket pack, as well as the Nazi operatives that stole it from Hughes.

GAMER *Retro Film Review*



The film was released on June 21, 1991, and received positive reviews from critics.

Plans for Rocketeer sequels were abandoned after the film under performed at the box office, grossing only $46 million on a $35 million budget.



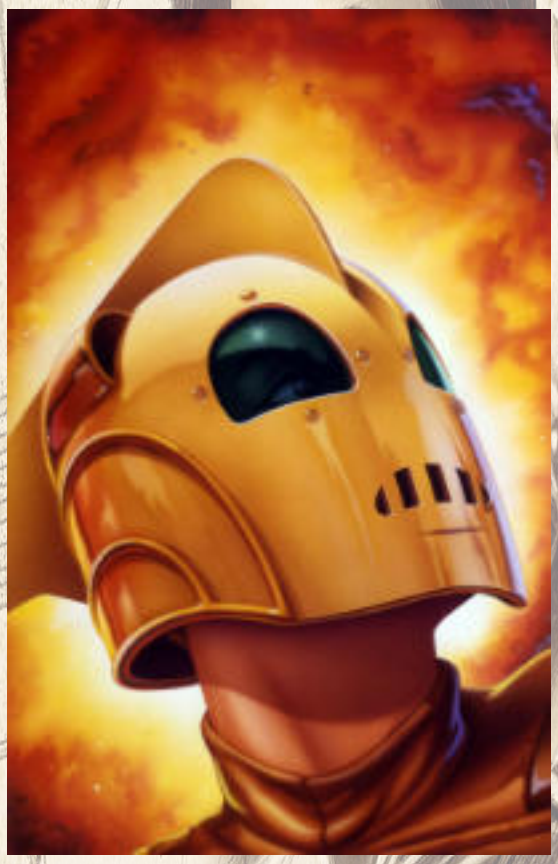
GAMER *Retro Film Review*

Plot

In 1938 Los Angeles, gangsters from Eddie Valentine's gang steal a prototype rocket pack from aviation magnate Howard Hughes. During their escape from the pursuing police, the getaway driver quickly stops and hides the rocket pack in a biplane's cockpit at an airfield. As the chase continues, stunt pilot Cliff Secord's yellow and black Gee Bee Z monoplane is destroyed, ending his air-racing career.

Valentine's gang has been hired by film star Neville Sinclair to steal the rocket pack, and he now sends his monstrous henchman Lothar to question the injured getaway driver as to the device's location before Lothar kills him. Meanwhile, Cliff and his Aeroplane mechanic, Peevy, find the hidden rocket pack and begin testing it.

GAMER *Retro Film Review*



Comic book writer/artist Dave Stevens created the Rocketeer in 1982 and immediately viewed the character as an ideal protagonist for a film adaptation.

The Rocketeer was set to be released through the studio's Touchstone Pictures label. there was a trilogy of Rocketeer films planned.

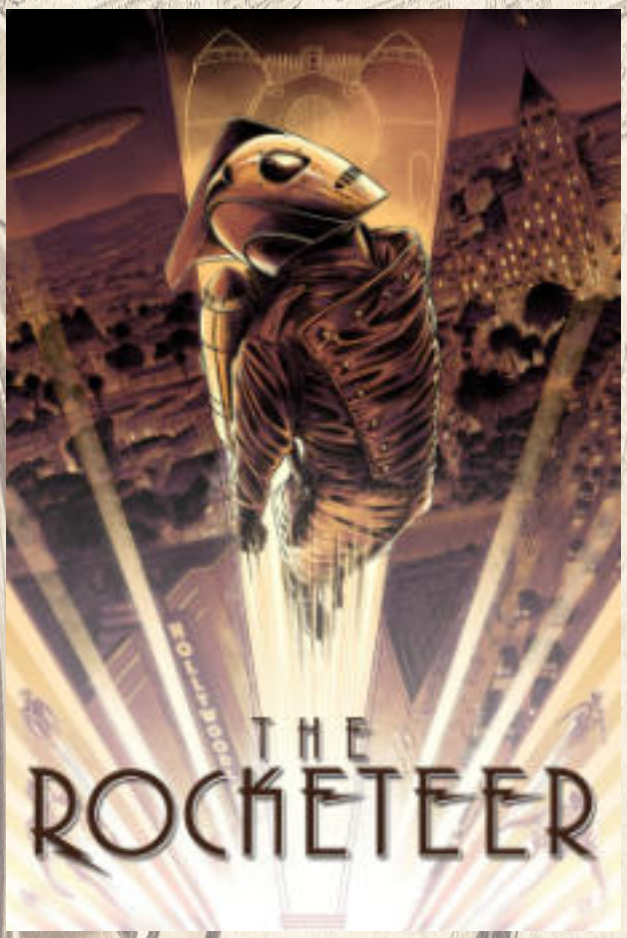
but was switched the film to a Walt Disney Pictures for release.

GAMER *Retro Film Review*

Walt Disney Pictures tried to shoehorn the film into a more kid-friendly movie so they could sell toys from the movie franchise.

The characterization of Neville Sinclair was inspired by period movie star Errol Flynn.

GAMER Retro Film Review



Casting the lead role of Cliff Secord was a struggle for the filmmakers.

Kevin Costner and Matthew Modine were the first actors considered for the lead role of Cliff Secord.

When they both proved to be unavailable, Dennis Quaid, Kurt Russell, Bill Paxton and Emilio Estevez auditioned for the part.

Johnny Depp was Disney's favourite choice, while Paxton commented he came "really close" to getting the lead.

GAMER *Retro Film Review*

The decision to cast Billy Campbell as Cliff Secord caused mixed emotions among Disney executives who believed Campbell was perfect for the role, but Disney wanted an A-list actor.

Campbell was not familiar with the comic book when he got the part but quickly read it, in addition to books on aviation.

He also prepared by listening to 1940s-period music. The actor had a fear of flying but overcame it with the help of the film's aerial coordinator.

To ensure his safety, Campbell was doubled for almost all of the flying sequences in conventional aircraft. Ultimately, a scale model devised by Industrial Light Magic was used for all the rocket pack scenes.

For the female lead of Cliff's girlfriend Jenny, Sherilyn Fenn, Kelly Preston, Diane Lane and Elizabeth McGovern were considered before Jennifer Connelly was eventually cast.

Campbell and Connelly's working relationship eventually led to a romantic coupling, which Johnston found to be a technique for method acting that helped with their on-screen chemistry.

For Secord's sidekick, Peevy, Lloyd Bridges was offered the part, but Bridges turned it down and Alan Arkin was cast instead.

The part of Neville Sinclair was offered to Jeremy Irons and Charles Dance before Timothy Dalton accepted the role.

Lastly, the part of Eddie Valentine was written with Joe Pesci in mind, but he turned down the part, which went to Paul Sorvino.

The original production budget was set at $25 million but rose to $35 million. This happened after Disney became impressed with the dailies; "they realized this was a bigger movie than they were anticipating.

An abandoned World War II runway at the Santa Maria, California airport set the scene for the fictional Chaplin Air Field. Additional scenes were shot at Bakersfield.

GAMER *Retro Film Review*

For the air circus scene, 700 Santa Maria extras and 25 vintage aircraft were employed.

What makes The Rocketeer so unique was having several one-of-a-kind planes that hadn't flown in years", including a 1916 Standard biplane and a Gee Bee Model Z racer.

Disney originally intended to change the Rocketeer's trademark helmet design completely.

but in the end, they produced a helmet that the filmmakers agreed looked appropriate from all angles; in most respects, it was identical to the helmet design that where used for his comic book series.

The visual effects were designed and created by George Lucas' Industrial Light & Magic.

The Rocketeer's attack on the Nazi Zeppelin was filmed over four months.

GAMER *Retro Film Review*

The Rocketeer was released in the United States on June 21, 1991, earning $9.6 million in its opening weekend.

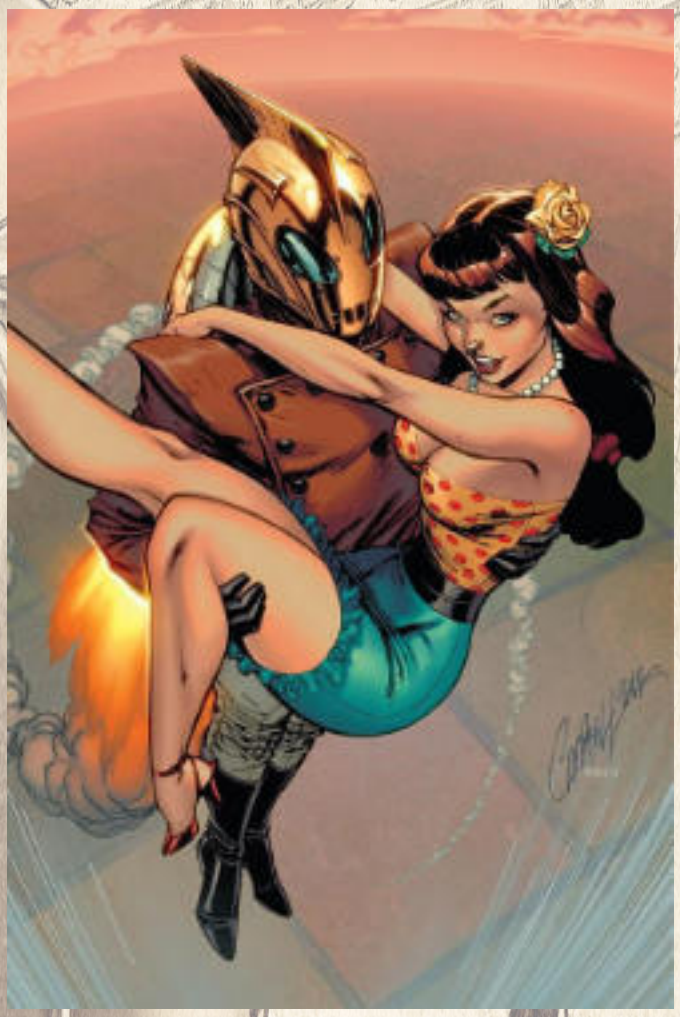
Critical response

Critics gave the film a positive review, with an average rating of 6.20/10.

The Rocketeer may not be perfect, but it's an excellent example of how to adapt a comic book to the screen.

GAMER Retro Film Review

Sequel

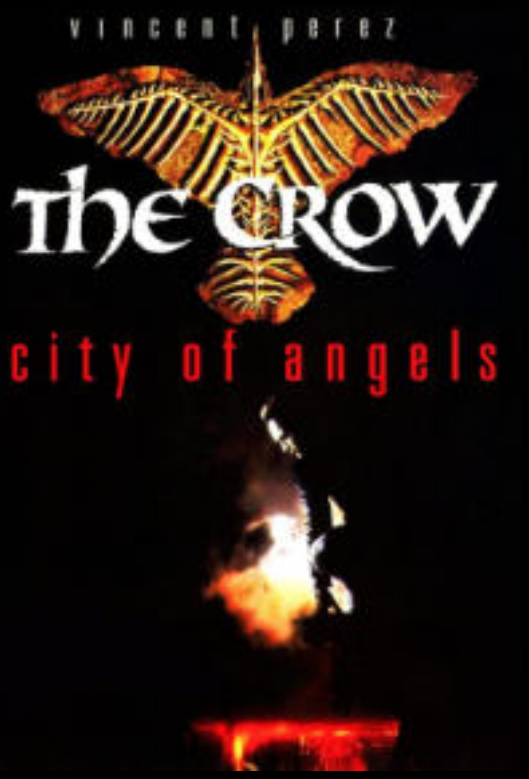


Both Campbell and Connelly were contracted for sequels, Campbell for two more and Connelly for only one. However, with the film's disappointing box office performance, plans for a sequel were halted in July 1991.

Although the calls for a sequel remain unrequited, as with many films of this genre, the film has built up a cult following in both the United States and Japan.

The Rocketeer is a Great Movie and definitely worth a watch.

GAMER *Retro Film Review*



The Crow: City of Angels is a 1996 American superhero film directed by Tim Pope from a screenplay by David S. Goyer. It is a sequel to the 1994 film The Crow and the second installment in The Crow film series.

In Los Angeles, drug kingpin Judah Earl murders mechanic Ashe Corven and his eight-year-old son Danny after they witness a gang of Judah's henchmen murdering a fellow drug dealer, with his gang dumping Ashe and Danny's bodies into the harbor.

GAMER Retro Film Review

Sarah from The Crow is now an adult, working in a tattoo parlor by day and painting surreal images of death and resurrection in her apartment at night. She is haunted by disturbing dreams about Ashe and Danny. After a day's work in the tattoo parlor, Sarah is visited in her apartment by a large crow as she contemplates a ring that Eric Draven gave her.

GAMER *Retro Film Review*

Sarah follows the crow to the harbor at night on All Saints' Day, and witnesses Ashe's resurrection and frantic escape from his watery grave before taking him to her apartment. When Sarah tells Ashe he is dead, he panics and runs screaming into the night, ending up at his own home, where he relives the final moments of his life.

GAMER *Retro Film Review*

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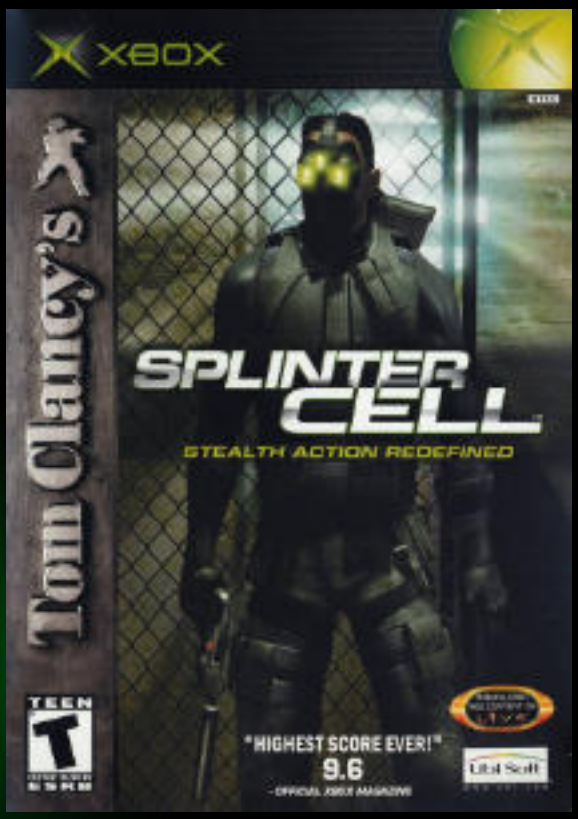
The Crow City of Angels is definitely worth a watch, but does not capture the mood nor energy of the original movie.

GAMER *Retro Game Review*

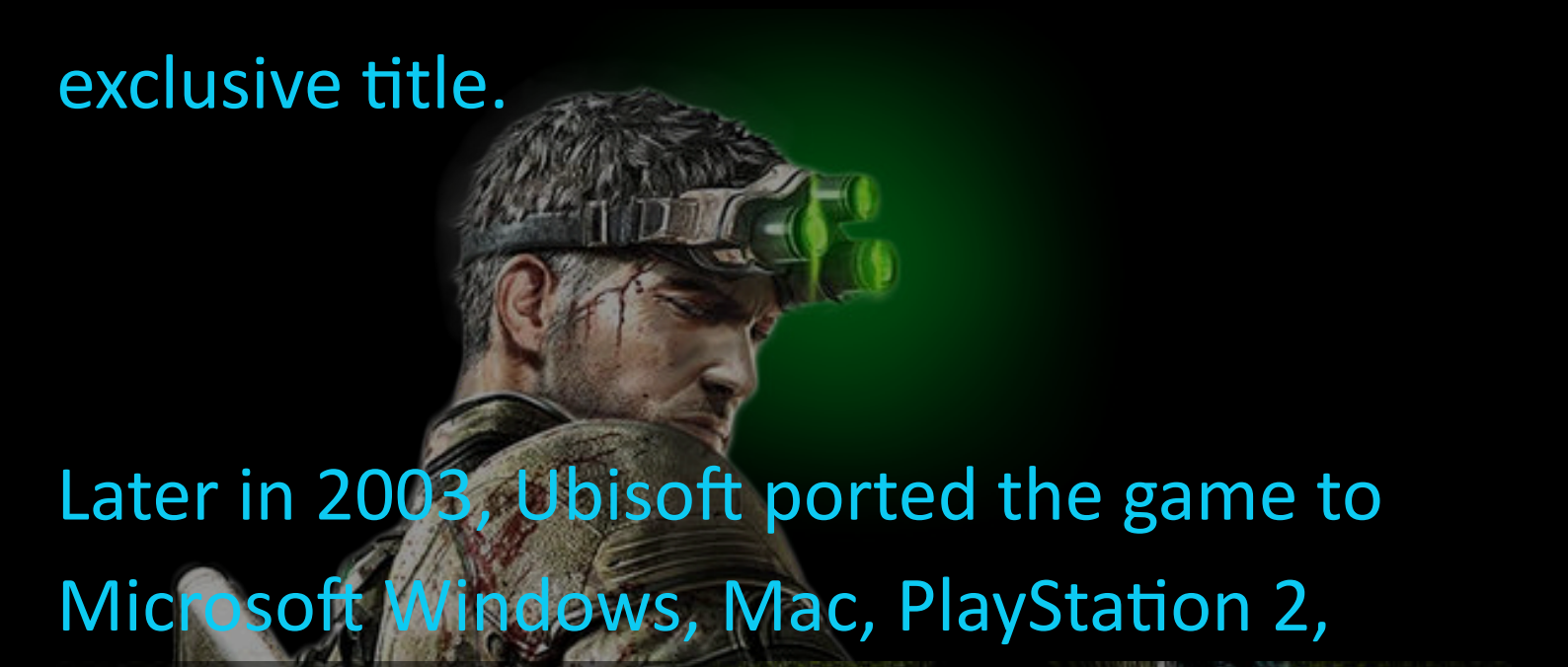
Tom Clancy's Splinter Cell is a series of stealth action-adventure video games, the first of which was released in 2002.



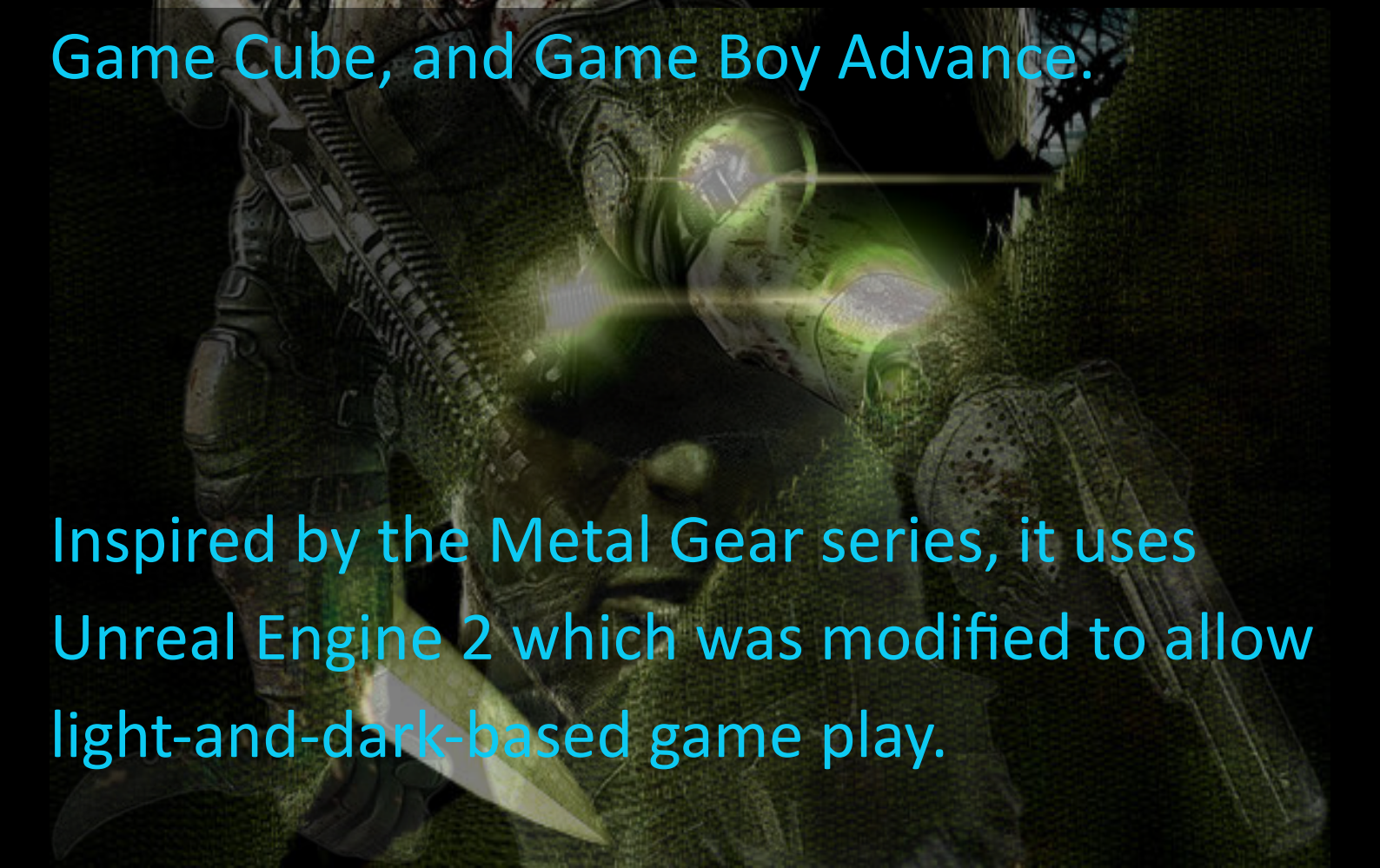
The series follows Sam Fisher, a highly trained agent of a fictional black-ops sub-division within the NSA, dubbed "Third Echelon", as he overcomes his adversaries. Levels are created using Unreal Engine and emphasize light and darkness as game play elements. The series has been positively received and was once considered to be one of Ubisoft's flagship franchises, selling more than 31 million copies by 2011.

GAMER Retro Game Review

Tom Clancy's Splinter Cell was developed over two years and developed by Ubisoft Montreal with original publishing by Microsoft Game Studios for the Xbox as an exclusive title.



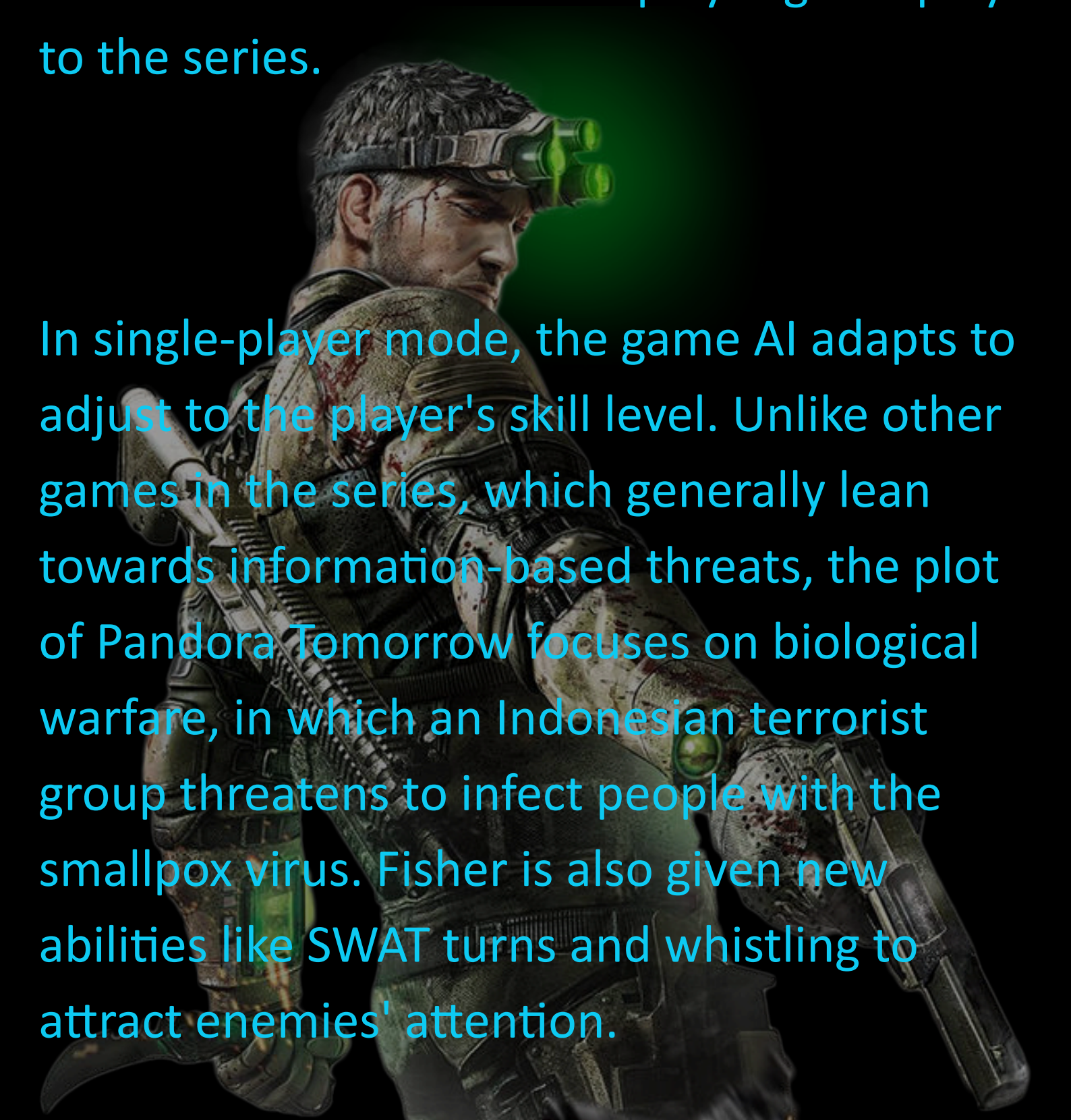
Later in 2003, Ubisoft ported the game to Microsoft Windows, Mac, PlayStation 2, Game Cube, and Game Boy Advance.



Inspired by the Metal Gear series, it uses Unreal Engine 2 which was modified to allow light-and-dark-based game play.

GAMER Retro Game Review

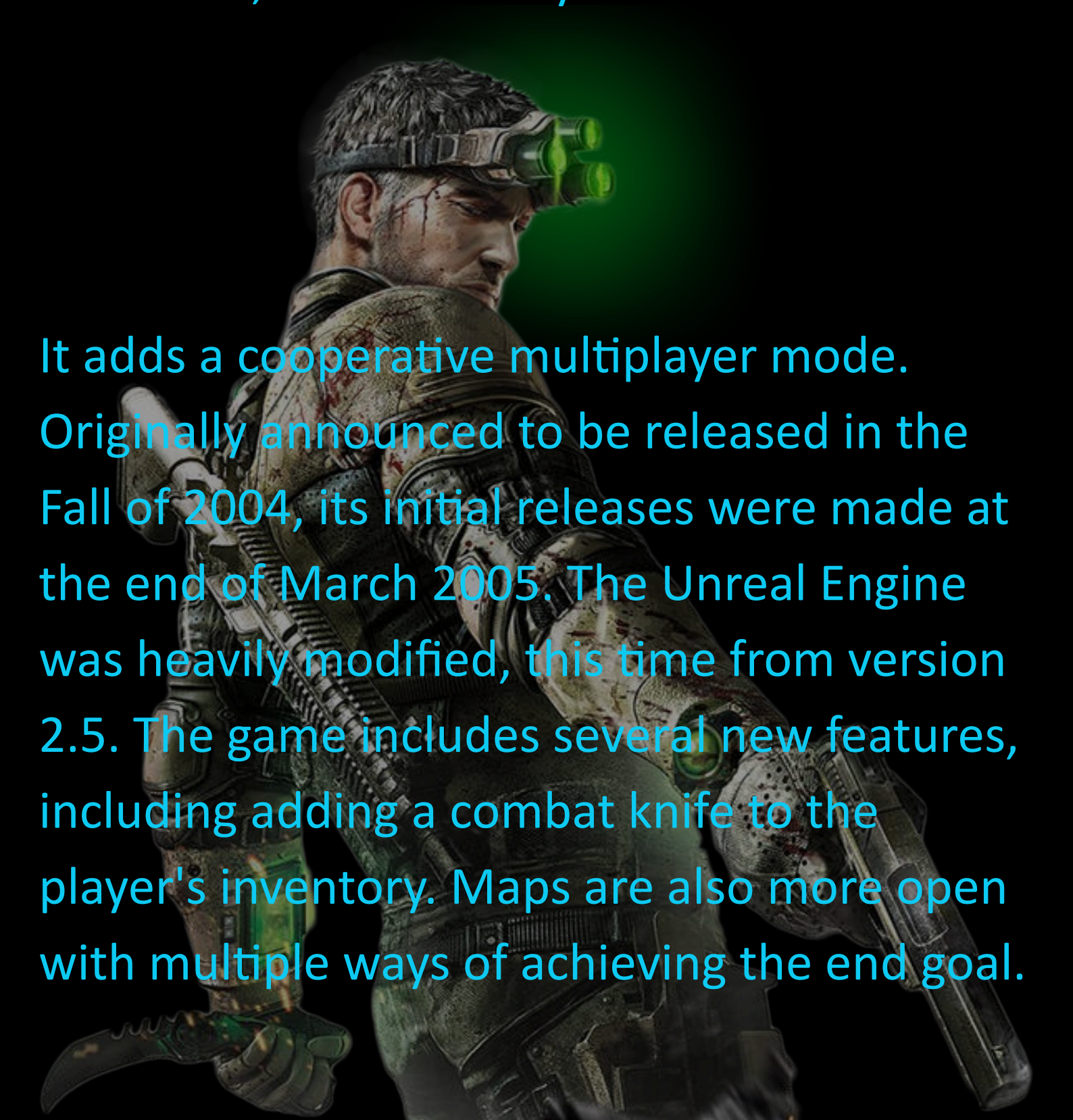
Tom Clancy's Splinter Cell: Pandora Tomorrow (2004) Pandora Tomorrow was developed by Ubisoft Shanghai and Ubisoft Milan and introduced multiplayer game play to the series.



In single-player mode, the game AI adapts to adjust to the player's skill level. Unlike other games in the series, which generally lean towards information-based threats, the plot of Pandora Tomorrow focuses on biological warfare, in which an Indonesian terrorist group threatens to infect people with the smallpox virus. Fisher is also given new abilities like SWAT turns and whistling to attract enemies' attention.

GAMER Retro Game Review

Tom Clancy's Splinter Cell: Chaos Theory (2005) Ubisoft Montreal and Ubisoft Milan were again responsible for the third game in the series, Chaos Theory.

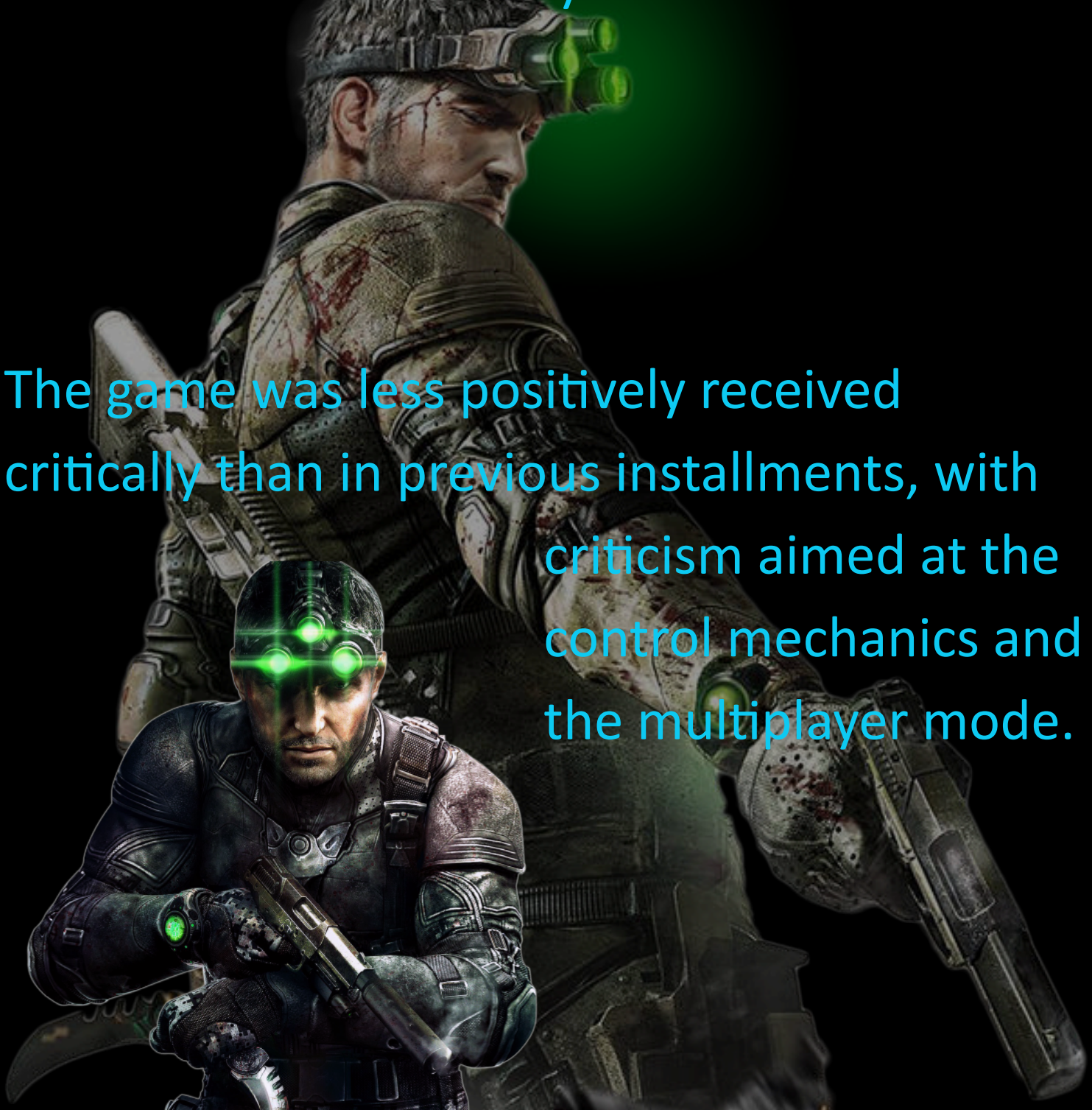


It adds a cooperative multiplayer mode. Originally announced to be released in the Fall of 2004, its initial releases were made at the end of March 2005. The Unreal Engine was heavily modified, this time from version 2.5. The game includes several new features, including adding a combat knife to the player's inventory. Maps are also more open with multiple ways of achieving the end goal.

GAMER Retro Game Review

Tom Clancy's Splinter Cell: Essentials (2006)

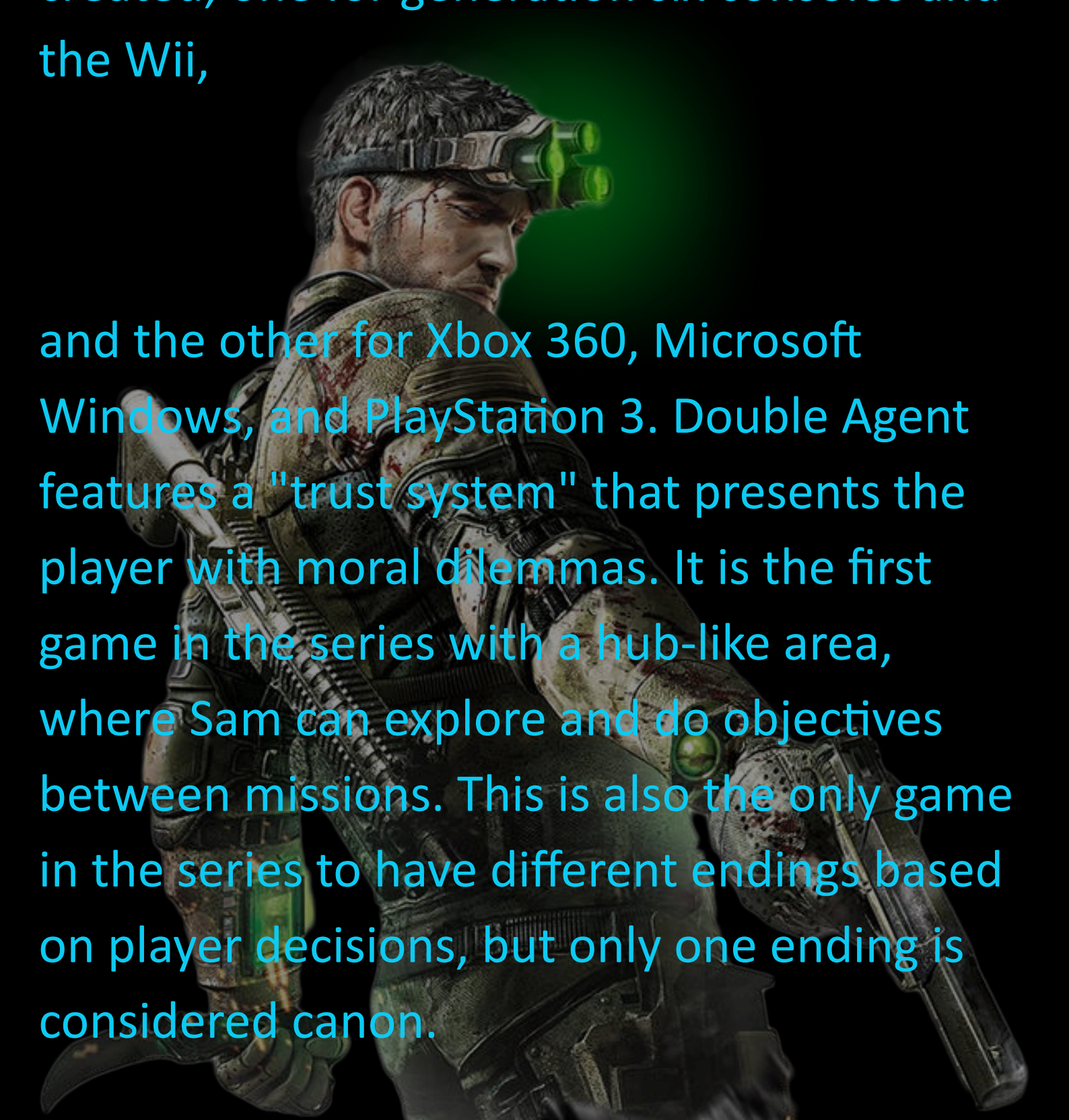
Essentials extend the Splinter Cell series to the PSP platform. Through a series of flashback missions, the player learns more about Fisher's backstory.



The game was less positively received critically than in previous installments, with criticism aimed at the control mechanics and the multiplayer mode.

GAMER *Retro Game Review*

Tom Clancy's Splinter Cell: Double Agent (2006) For the series' fourth installment, Double Agent, two separate versions were created, one for generation six consoles and the Wii,

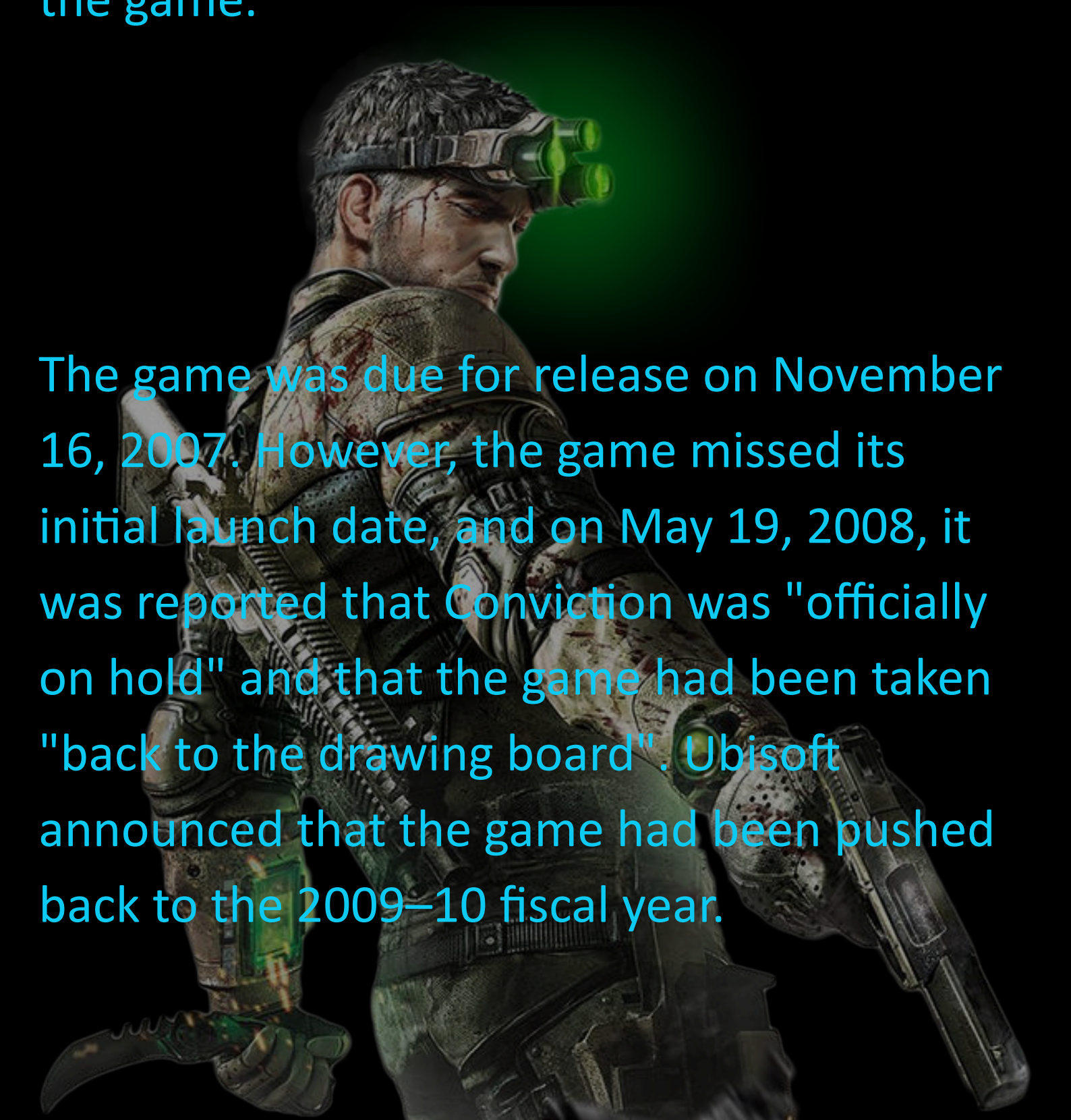


and the other for Xbox 360, Microsoft Windows, and PlayStation 3. Double Agent features a "trust system" that presents the player with moral dilemmas. It is the first game in the series with a hub-like area, where Sam can explore and do objectives between missions. This is also the only game in the series to have different endings based on player decisions, but only one ending is considered canon.

GAMER Retro Game Review

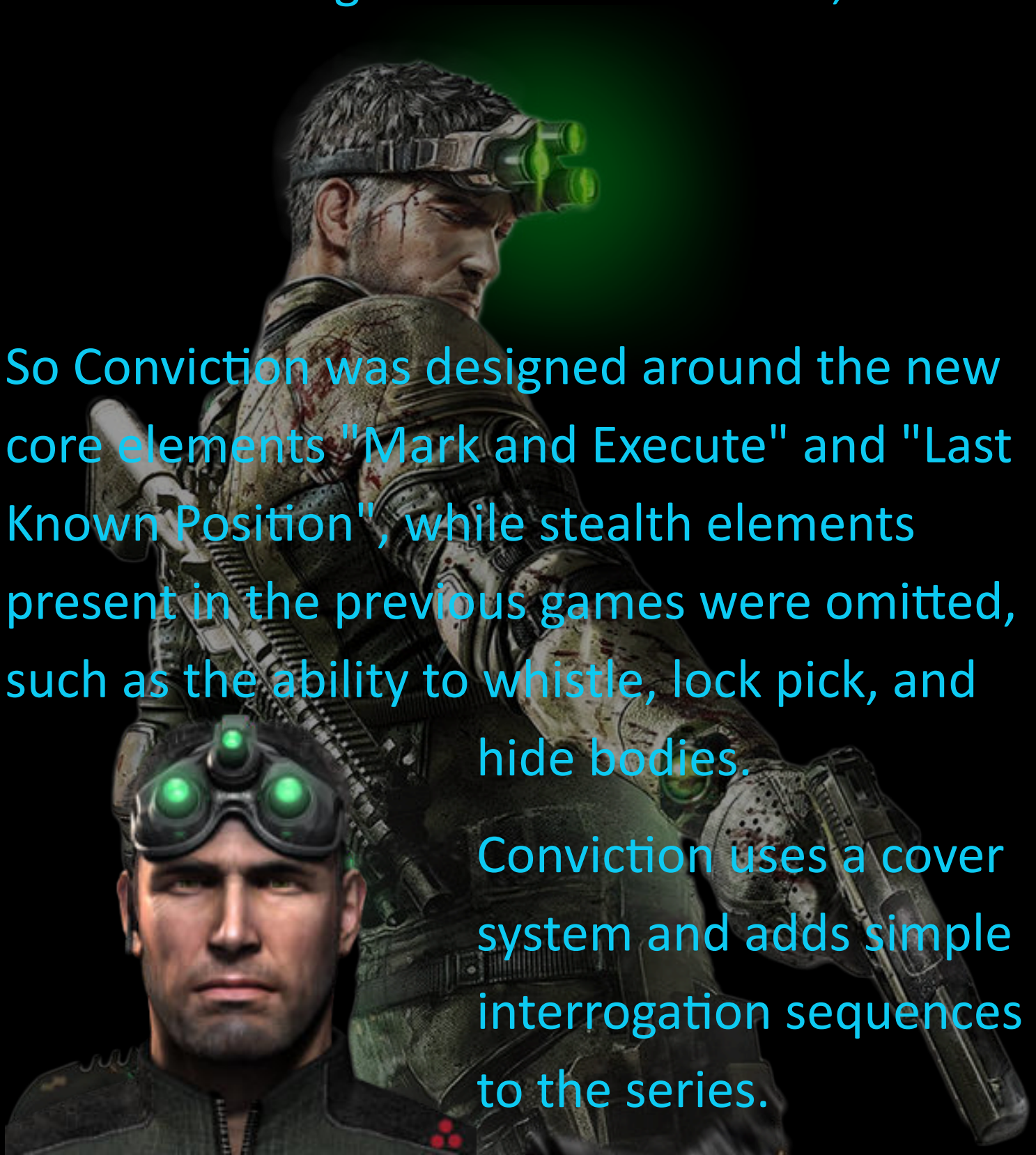
Tom Clancy's Splinter Cell: Conviction (2010)

Conviction was officially announced on May 23, 2007, when Ubisoft released a trailer for the game.



The game was due for release on November 16, 2007. However, the game missed its initial launch date, and on May 19, 2008, it was reported that Conviction was "officially on hold" and that the game had been taken "back to the drawing board". Ubisoft announced that the game had been pushed back to the 2009–10 fiscal year.

The game's release date was pushed back several times. On March 18, 2010, the demo was released for Xbox 360. Ubisoft wanted to make the fifth game more accessible,



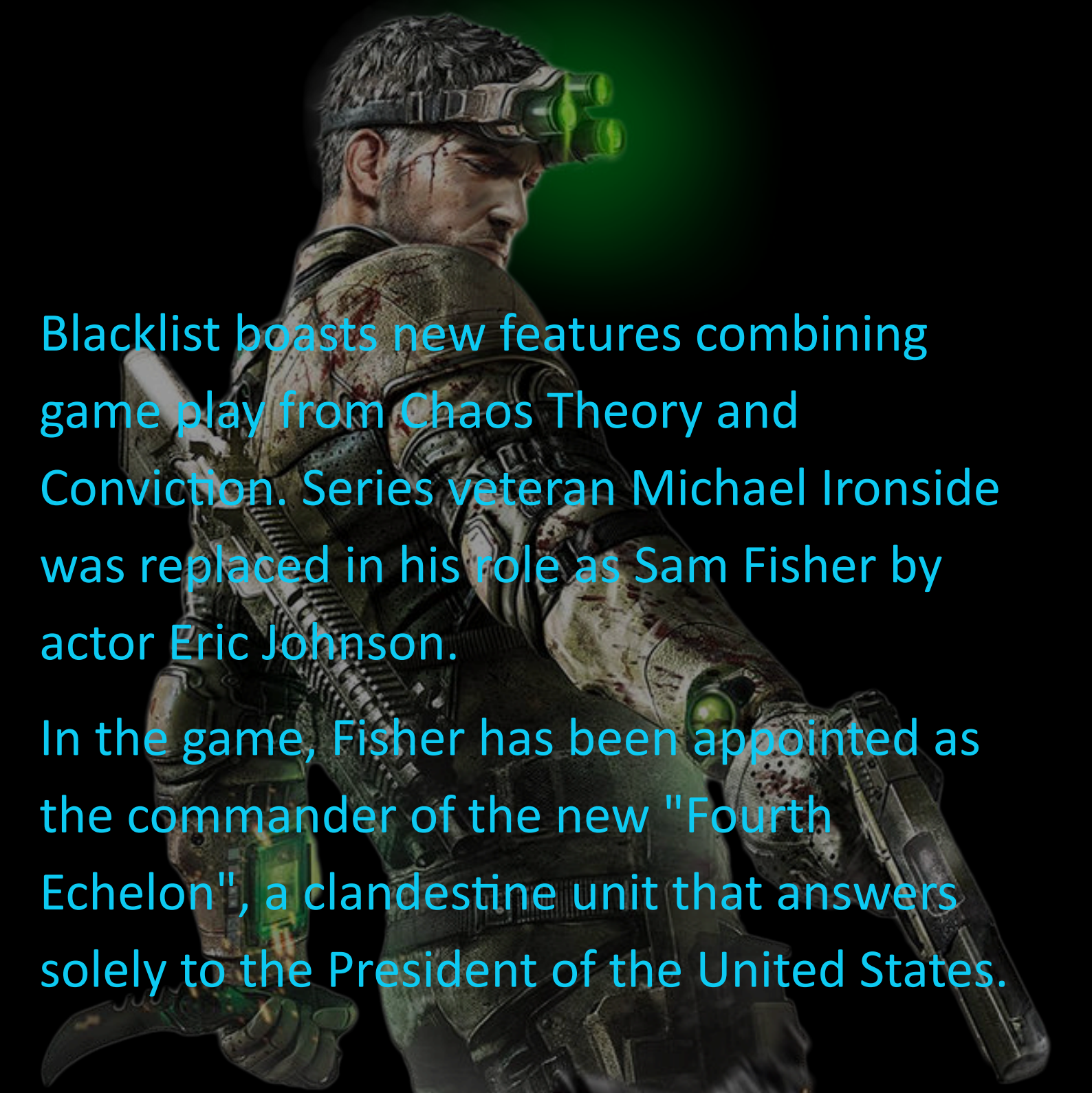
So Conviction was designed around the new core elements "Mark and Execute" and "Last Known Position", while stealth elements present in the previous games were omitted, such as the ability to whistle, lock pick, and hide bodies.

Conviction uses a cover system and adds simple interrogation sequences to the series.

GAMER Retro Game Review

Tom Clancy's Splinter Cell: Blacklist (2013)

Blacklist is the sixth installment in the series, developed by Ubisoft Toronto and was released on August 20, 2013.



Blacklist boasts new features combining game play from Chaos Theory and Conviction. Series veteran Michael Ironside was replaced in his role as Sam Fisher by actor Eric Johnson.

In the game, Fisher has been appointed as the commander of the new "Fourth Echelon", a clandestine unit that answers solely to the President of the United States.

She has denied any existence of the agency and Fourth Echelon is working to stop a new terror plot, known as the 'Blacklist'. Fourth Echelon also has the secondary objective of stopping all operations in which the Third Echelon is still running.

Features returning include a moving "Mark and Execute", Fisher's signature goggles and a new knife, the Karambit, and the ability to perform "abduction" stealth melee take downs.

GAMER *Retro Game Review*

A representation of the series' iconic "Trifocal Goggles"A device used for seeing in the dark features strongly in the series. Originally, Tom Clancy had rejected the idea of Fisher having these "trifocal goggles", having stated that such goggles (with both thermal vision and night vision) were impossible to make. The creators argued that having two separate sets of goggles would have made for awkward game play and convinced Clancy to allow it. This also gave the Splinter Cell series a recognizable signature, a desirable feature.

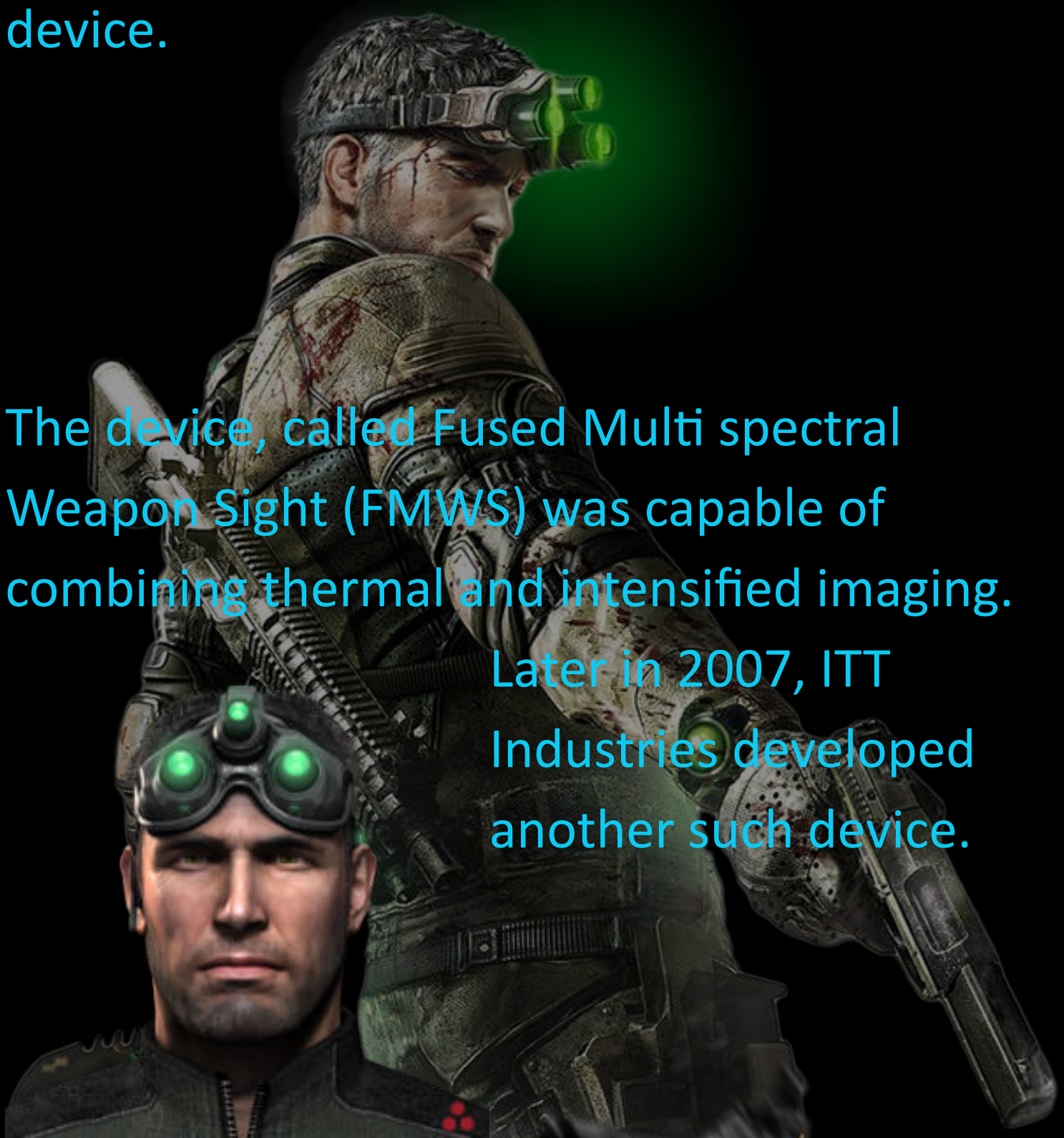
Chaos Theory added a third one, electromagnetic view, which shows the path of electricity in the area, mainly electrical cables and any device

that has electrical power, like TVs, computers, etc.

Conviction allows a fourth module to be accessed, a sonar module that can scan through walls for intractable objects, such as weapons, people, and consoles.

Trifocal goggles

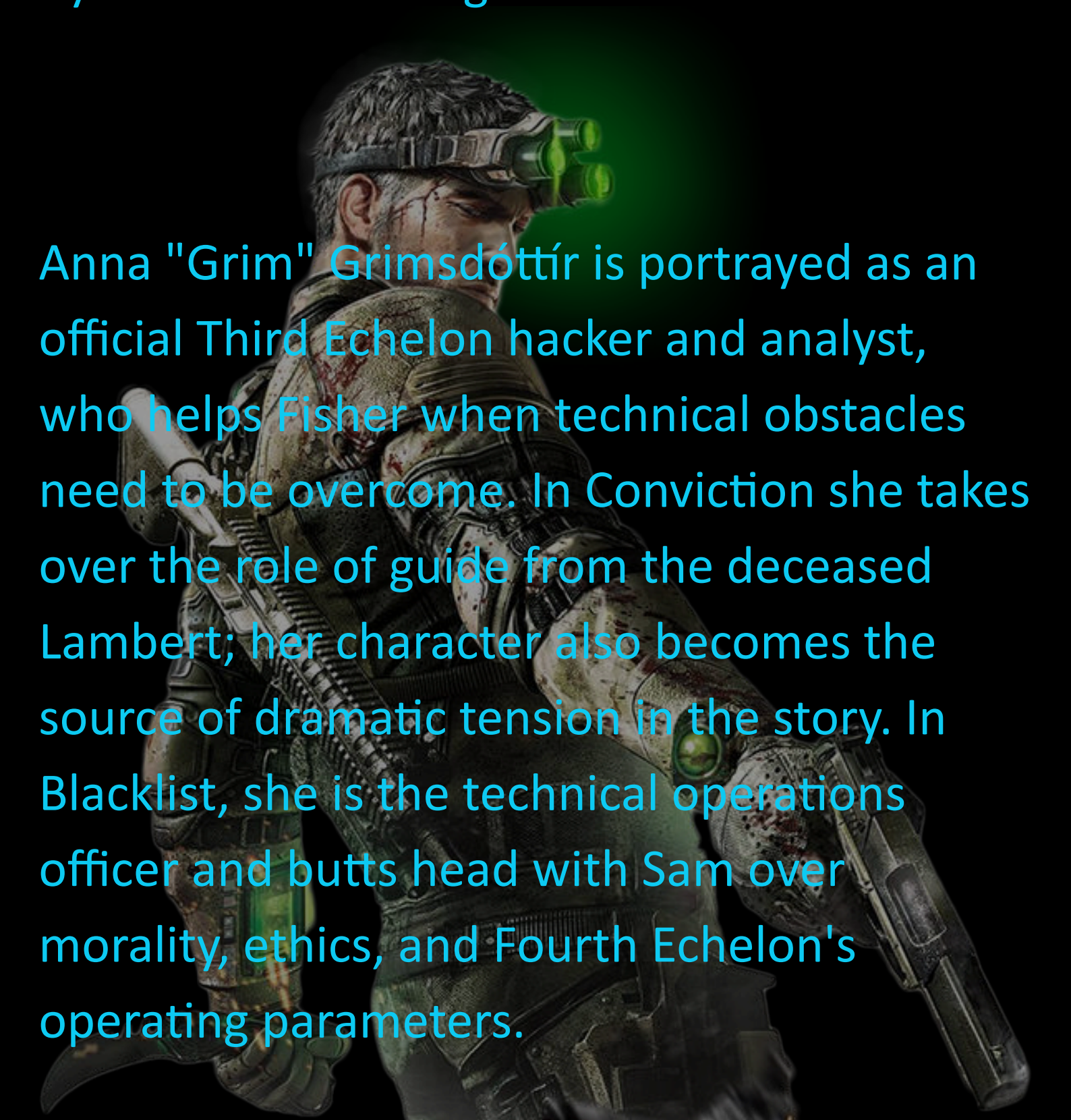
The trifocal goggles, however, didn't remain completely fictional. In 2004, Northrop Grumman produced and delivered one such device.



The device, called Fused Multi spectral Weapon Sight (FMWS) was capable of combining thermal and intensified imaging.

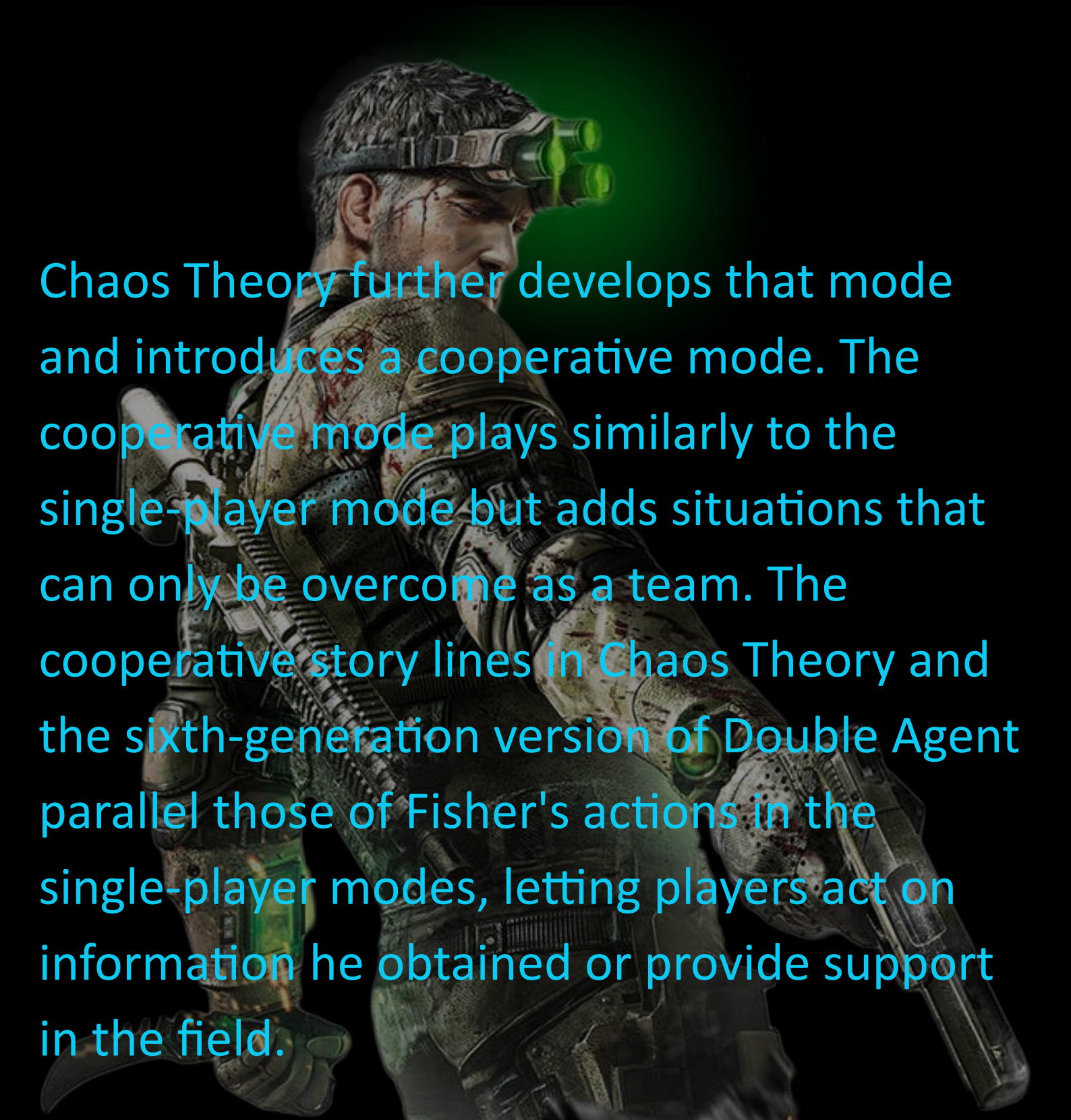
Later in 2007, ITT Industries developed another such device.

Irving Lambert, leader of "Third Echelon", serves as the player's guide by leading Fisher through the games' missions, until he is killed by Sam in Double Agent.



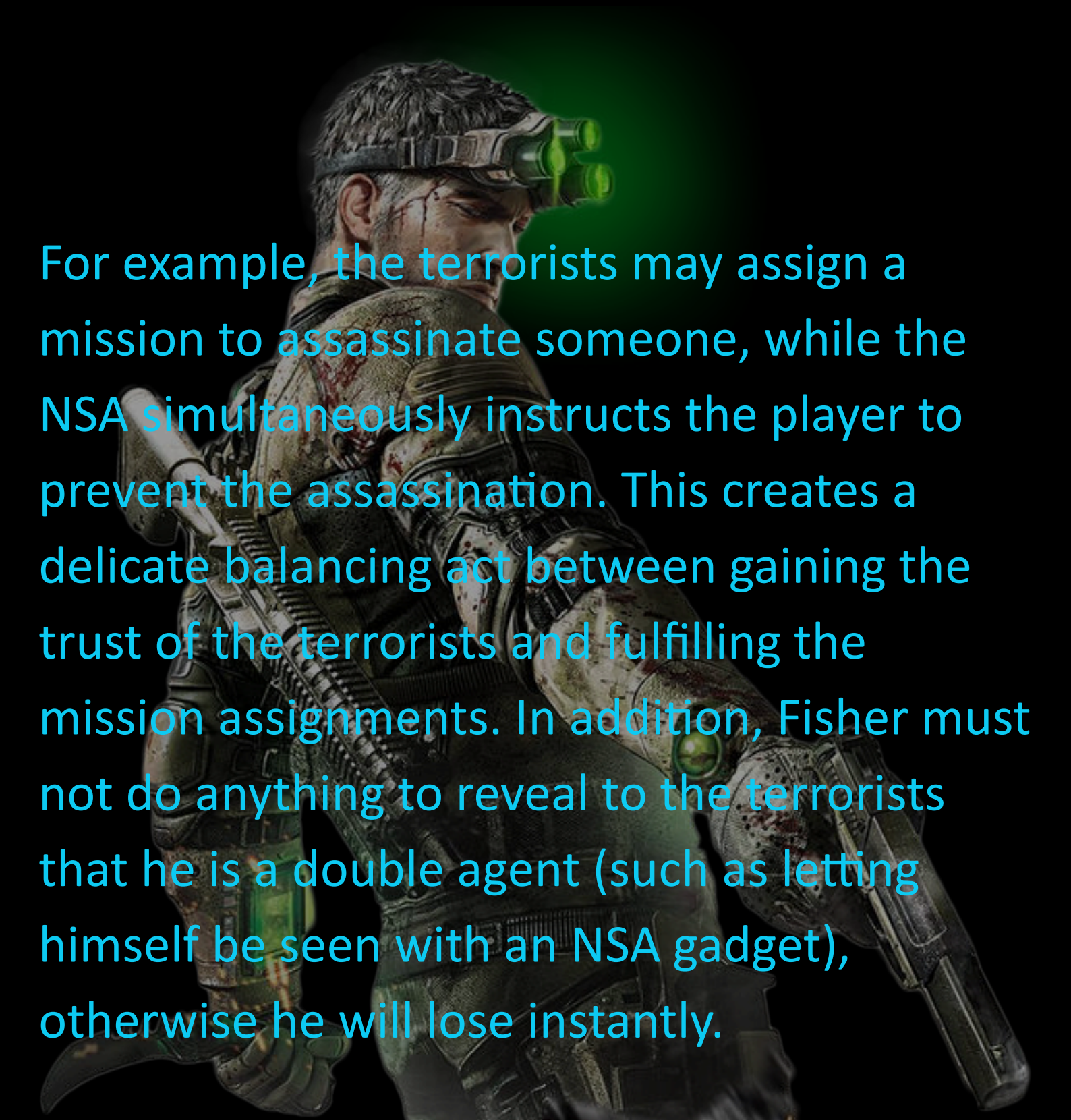
Anna "Grim" Grimsdóttír is portrayed as an official Third Echelon hacker and analyst, who helps Fisher when technical obstacles need to be overcome. In Conviction she takes over the role of guide from the deceased Lambert; her character also becomes the source of dramatic tension in the story. In Blacklist, she is the technical operations officer and butts head with Sam over morality, ethics, and Fourth Echelon's operating parameters.

The first game in the series only features a single-player mode, Pandora Tomorrow introduces a two-on-two multiplayer mode.



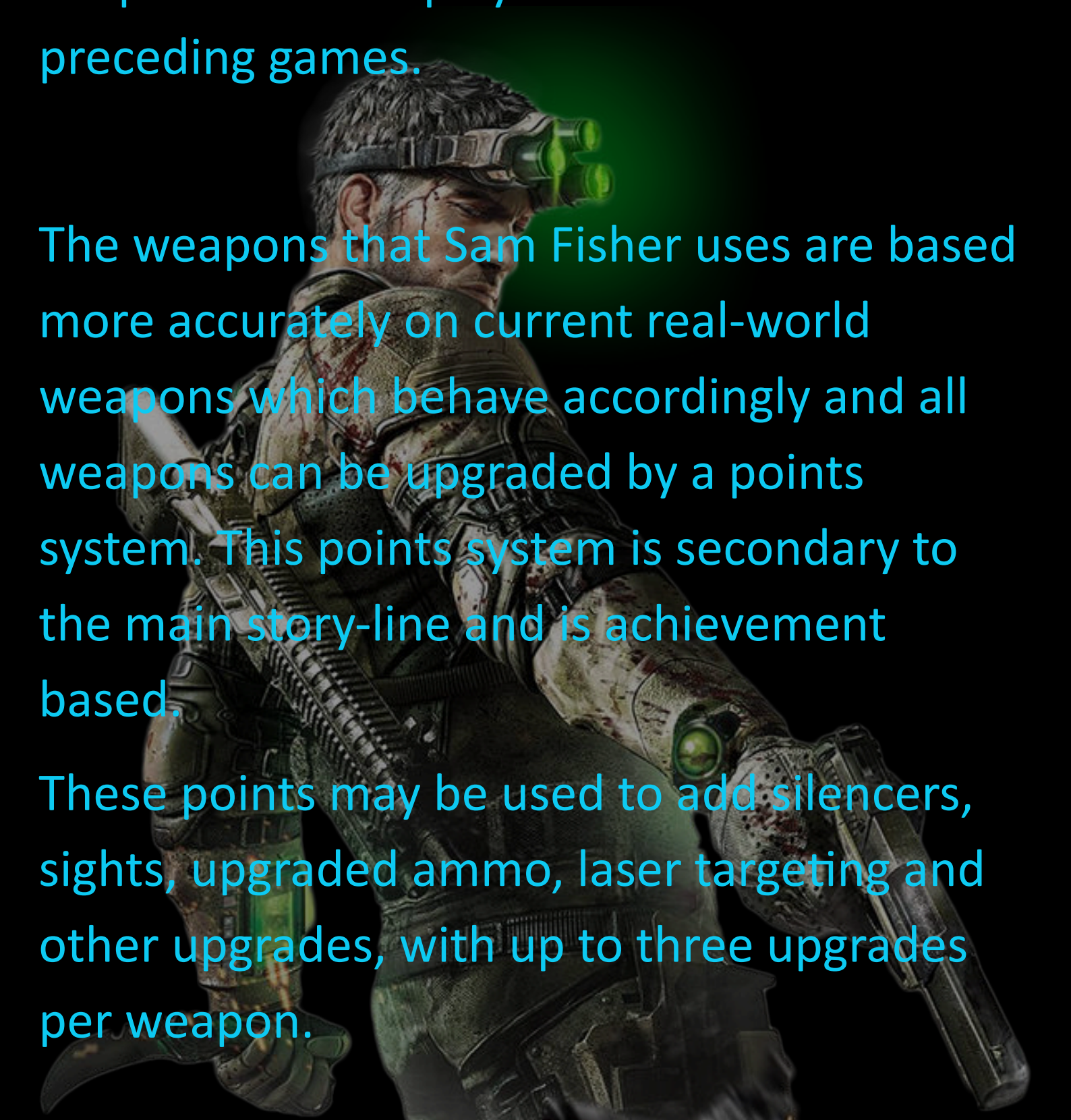
Chaos Theory further develops that mode and introduces a cooperative mode. The cooperative mode plays similarly to the single-player mode but adds situations that can only be overcome as a team. The cooperative story lines in Chaos Theory and the sixth-generation version of Double Agent parallel those of Fisher's actions in the single-player modes, letting players act on information he obtained or provide support in the field.

Double Agent introduces a morality factor: Fisher may now encounter conflicting objectives between his superiors and the terrorists.



For example, the terrorists may assign a mission to assassinate someone, while the NSA simultaneously instructs the player to prevent the assassination. This creates a delicate balancing act between gaining the trust of the terrorists and fulfilling the mission assignments. In addition, Fisher must not do anything to reveal to the terrorists that he is a double agent (such as letting himself be seen with an NSA gadget), otherwise he will lose instantly.

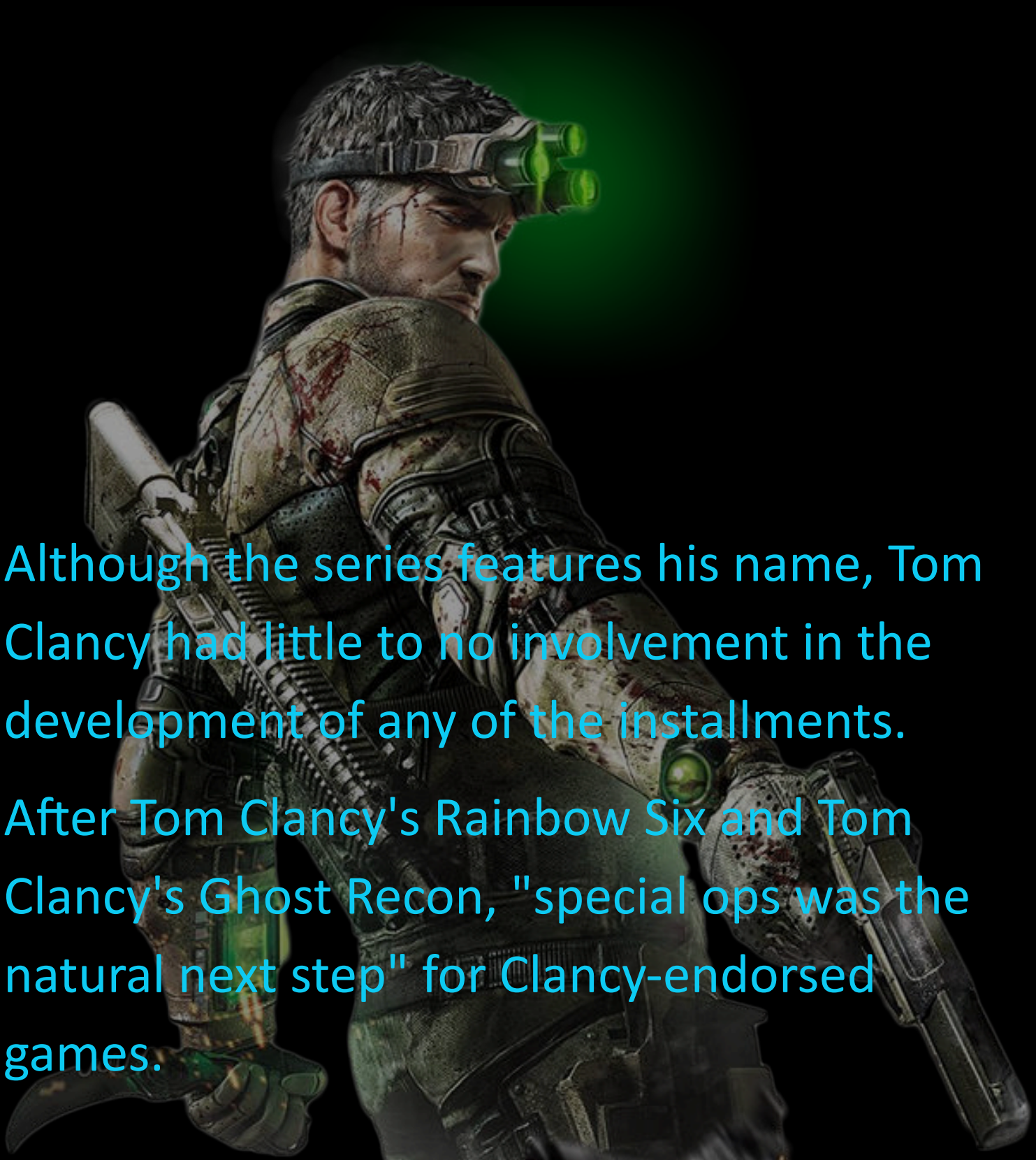
Conviction utilizes a much faster and more violent form of stealth action game play than previous games in the series. It retains the cooperative multiplayer mode of the two preceding games.



The weapons that Sam Fisher uses are based more accurately on current real-world weapons which behave accordingly and all weapons can be upgraded by a points system. This points system is secondary to the main story-line and is achievement based.

These points may be used to add silencers, sights, upgraded ammo, laser targeting and other upgrades, with up to three upgrades per weapon.

Though if the player happens to be near an interactive object like a television or table, Fisher may use that to alter the standard animation.

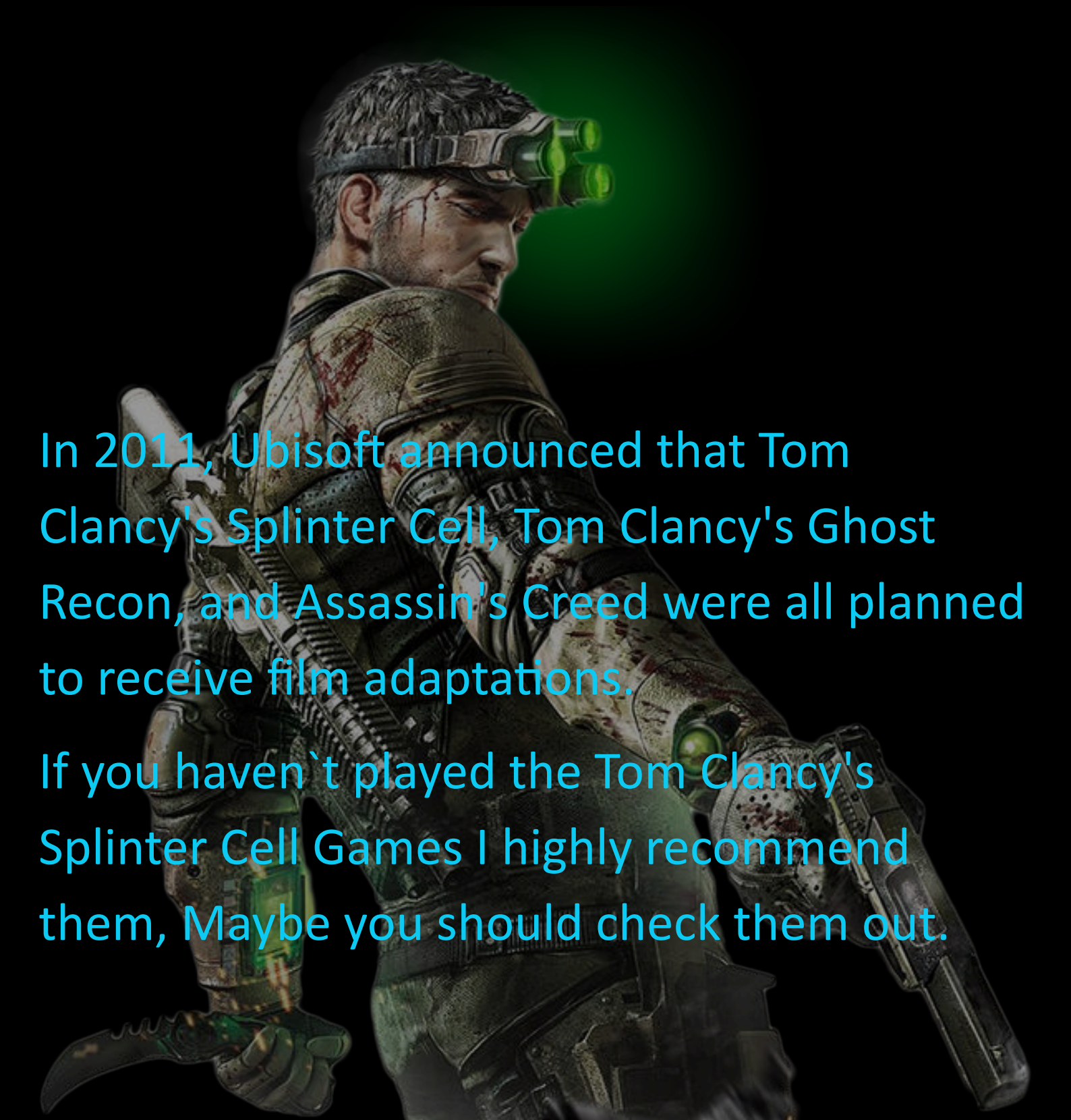


Although the series features his name, Tom Clancy had little to no involvement in the development of any of the installments.

After Tom Clancy's Rainbow Six and Tom Clancy's Ghost Recon, "special ops was the natural next step" for Clancy-endorsed games.

GAMER *Retro Game Review*

By the end of 2004, sales of the Splinter Cell series Sold 9.6 million units. By October 2005, the series' global sales had surpassed 12.5 million units.



In 2011, Ubisoft announced that Tom Clancy's Splinter Cell, Tom Clancy's Ghost Recon, and Assassin's Creed were all planned to receive film adaptations.

If you haven`t played the Tom Clancy's Splinter Cell Games I highly recommend them, Maybe you should check them out.

GAMER REAPERS RETRO

Heart of Darkness

Heart of Darkness 1998 PS1/PC. Andy is a child who likes playing with his dog Whiskey, doesn't particularly enjoy going to school, and has a knack for inventing complicated gadgets. One day Andy and Whiskey are strolling through the park when suddenly a solar eclipse darkens the sky, and after a moment Andy realizes that his dog has been taken away. But science can solve everything, and Andy heads to his tree house, which is home to his outstanding inventions, including a spaceship!

GAMER REAPERS RETRO

Heart of Darkness

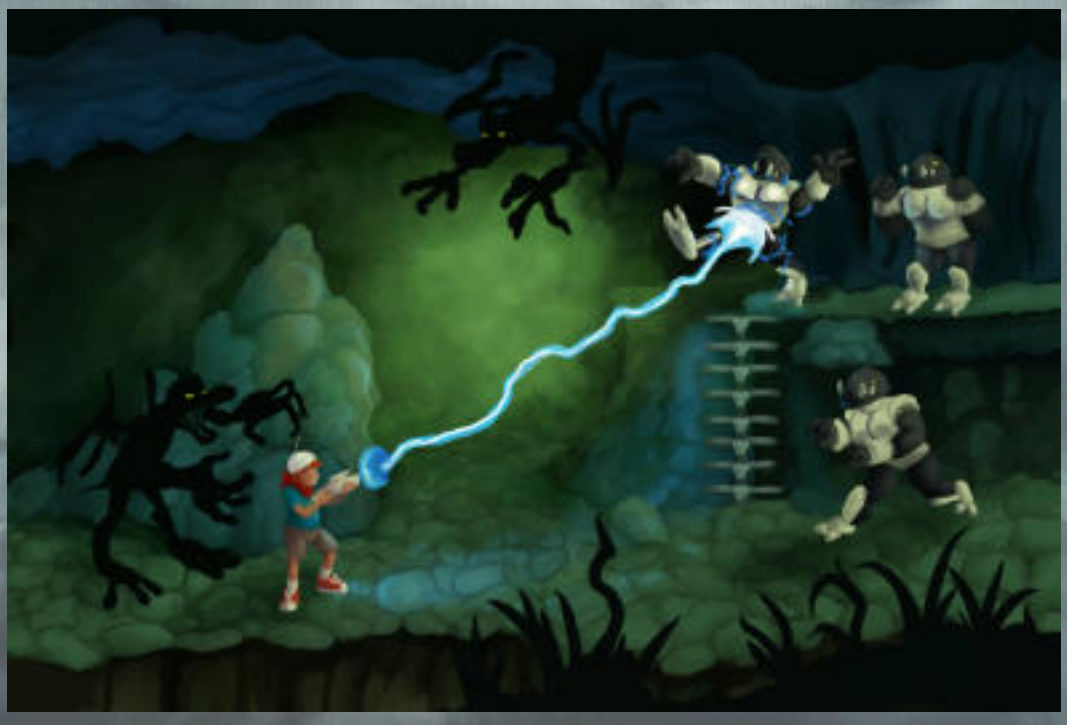
If you thought it was just a toy, you thought wrong, because Andy boards the ship and pilots it into the heart of the Dark lands, a world controlled by the evil Master of Darkness. Andy takes out his gun and prepares to fight the evil sorcerer's minions.

Nothing will stop the boy from rescuing his beloved dog!

GAMER REAPERS RETRO

Heart of Darkness

Heart of Darkness is a cinematic 2D platformer and Though the game has many fast and furious action sequences, including shooting hordes of dark creatures, it is built like a series of tasks, each requiring different approaches, from arcade-style shooting or jumping to interacting with the environment and solving puzzles.



GAMER REAPERS RETRO

Heart of Darkness

Andy has several guns at his disposal, though in certain locations he will lose his weapons and will rely on the player's wit or quick reaction to survive. Andy will also gain magical energy, which can be used to grow or destroy trees. Similarly to Another World, many hazards are placed on the hero's path; despite the child-oriented premise, the game contains graphically explicit death scenes, which occur if the player is not careful or quick enough to save Andy from a gruesome demise.

GAMER REAPERS RETRO

Heart of Darkness

The characters were sketched in different poses and then built with both 3D Studio and different paint programs on a PC. Then the characters were rendered for the cut scenes and scaled-down as game sprites. The sprites were animated with Deluxe Paint and Deluxe Animator. Heart of Darkness had a 6-year development period.

Heart of Darkness is a great platformer game, and worth playing.

GAMER REAPERS RETRO

The Sega Genesis, known as the Mega Drive outside North America, is a 16-bit fourth-generation home video game console developed and sold by Sega. Contributing to its success was its library of arcade game ports, the popularity of Sega's Sonic the Hedgehog series, and several popular sports franchises.

GAMER REAPERS RETRO

30.75 million first-party Genesis units were sold worldwide. Genesis was succeeded in 1994 by Sega Saturn. The European PAL version of the Mega Drive launched in 1990, later becoming the highest-selling fourth-gen console in Europe.

At the time, Sega did not possess a North American sales and marketing organization.

GAMER REAPERS RETRO

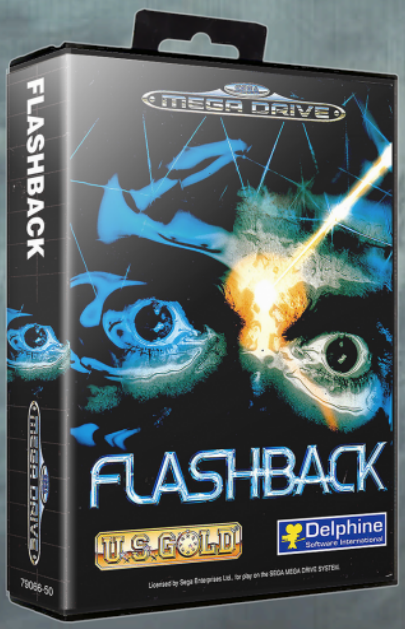
Sega looked for a new partner to market the Sega Genesis in North America and offered the rights to Atari Corporation.

Atari declined to acquire the new console, deeming it too expensive, and instead opted to focus on the Atari ST. The European version of the Mega Drive was released in September 1990, for £189.99.

GAMER REAPERS RETRO

Games like Space Harrier II, Ghouls 'n Ghosts, Golden Axe, Super Thunder Blade, and The Revenge of Shinobi were available in stores at launch.

The console was also bundled with Altered Beast.

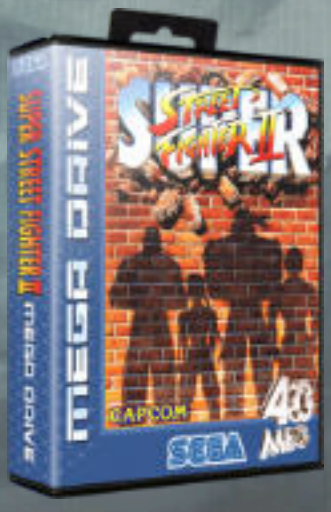


GAMER REAPERS RETRO

Sonic the Hedgehog,Sega held a company-wide contest to create a mascot character to compete with Nintendo's Mario series.

The winning submission was a blue hedgehog with red shoes.

Sonic the Hedgehog greatly increased the popularity of Genesis.



GAMER REAPERS RETRO

Genesis six-button controller

The standard controller features a rounded shape, a directional pad, three main buttons, and a START button. In 1993, Sega released a slightly smaller pad with three additional face buttons, similar to the design of buttons on some popular arcade fighting games such as Street Fighter II. Sega also released a wireless revision of the six-button controller, the Remote Arcade Pad.

GAMER REAPERS RETRO

The Mega-CD sold only 100,000 units during its first year in Japan, falling well below expectations. Although many consumers blamed its high launch price, it also suffered from a tiny software library; only two games were available at launch. This was partly due to the long delay before Sega made its software development kit available to third-party developers.

GAMER REAPERS RETRO

Sega 32X

Sega began developing a stopgap to bridge the gap between Genesis and Saturn and serve as a less expensive entry into the 32-bit era.

Although the new unit was a stronger console than originally proposed, it was not compatible with Saturn games.

GAMER REAPERS RETRO

The Saturn was released on May 11, 1995, four months earlier than its originally intended release date of September 2, 1995.

The Saturn, in turn, caused developers to further shy away from the console and created doubt about the library for the 32X, even with Sega's assurances that there would be a large number of games developed for the system.

GAMER REAPERS RETRO

The 32X was released in November 1994, in time for the holiday season. Demand among retailers was high, and Sega could not keep up with orders for the system.

Sega had a difficult time convincing third-party developers to create games for the new system.

After an early run on the peripheral, news soon spread to the public of the upcoming release of the Sega Saturn, which would not support the 32X's games.

In early 1996, Sega conceded that it had promised too much out of the 32X and decided to stop producing the system to focus on Saturn.

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1) What year was the Sega Saturn Released?

2) In the 1998 game Heart of Darkness what was the name of Andy`s Dog?

3) What Game Inspired Tom Clancy's Splinter Cell games ?

4) What year was the Rocketeer Movie Released?

5) The Crow City of Angels is the Second installment in the series, What year was The Crow Released?

GAMER

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1) What year was the Sega Saturn Released?

11th May 1995.

2) In the 1998 game Heart of Darkness what was the name of Andy`s Dog? Whiskey

3) What Game Inspired Tom Clancy's Splinter Cell games ?

Metal Gear Series of games.

4) What year was the Rocketeer Movie Released? 21st June 1991

5) The Crow City of Angels is the Second installment in the series, What year was The Crow Released? 1994

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Movie Anagrams

chew rot	Brandon Lee
halfhearted stories trot	Harrison Ford
art mix	Keanu reeves
fiver gun on	Clint Eastwood
conference notch thin	Gene Hackman

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Movie Anagrams

The Crow	Brandon Lee
The Raiders of the Lost Art	Harrison Ford
Matrix	Keanu reeves
Unforgiven	Clint Eastwood
The French Connection	Gene Hackman

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Word Search

VIDEO GAME WORD SEARCH

P M O J R Y X U N I B K H E W O O F G F
E T W C C F F H I E V R T M D E R H E T
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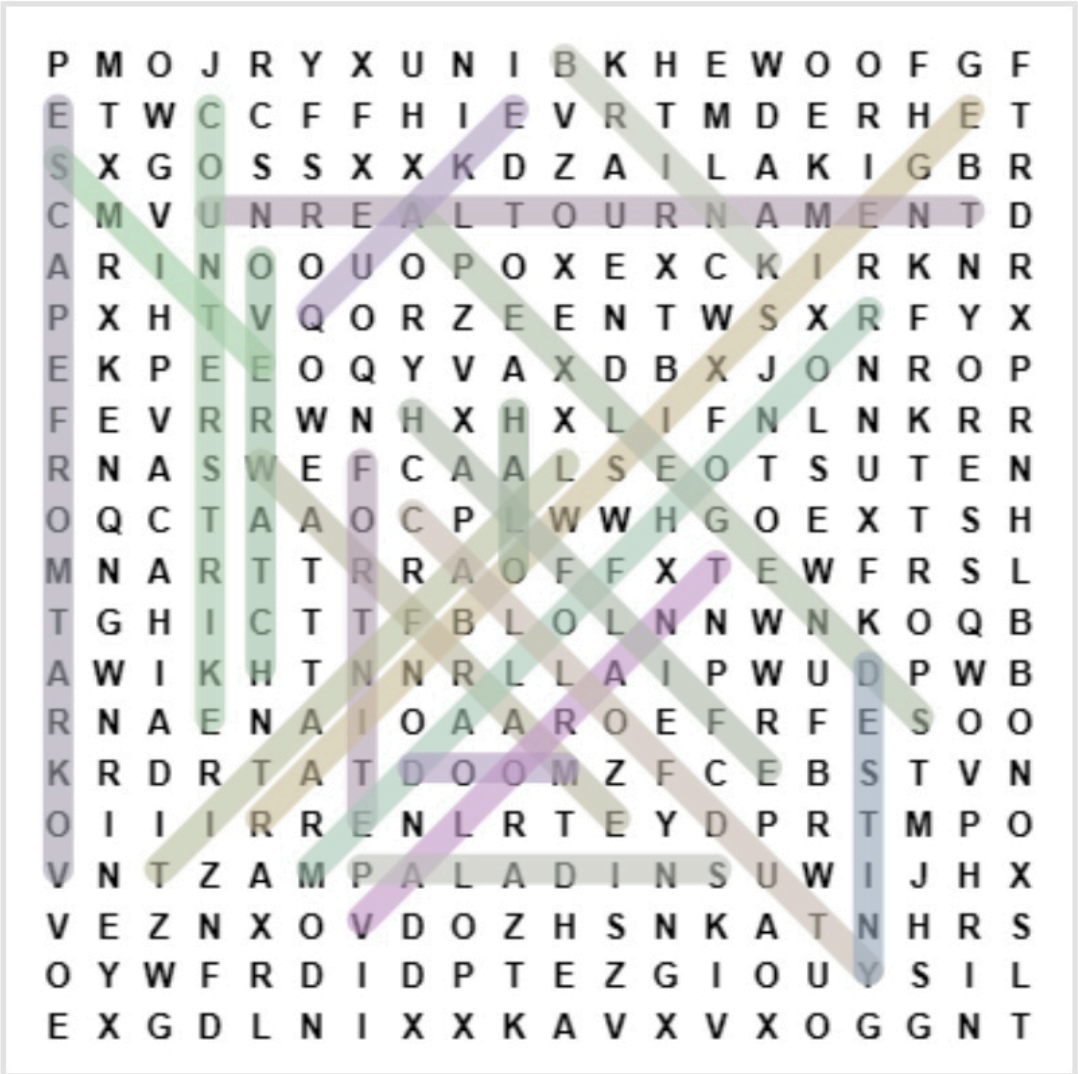
Word Search

VIDEO GAME WORD SEARCH -

ANSWERS SHEET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